Starships D6 / Battlestar Pegasus (War of Ed



The Battlestar Pegasus

Craft: Modified Colonial Battlestar
Type: Colonial Warship/Fighter Carrier
Scale: Capital
Dimensions:
-Length: 1263-1255m
-Width: 510m (flight pod to flight pod)
-Length (flight pods): 603m
-Width (flight pods): 107m
Skill: Capital Starship Piloting: Battlestar
Crew: 700; Personnel/gunners: 496; Warriors: 200
Crew Skill: Astrogation 4D+1 (?), Capital Starship Piloting 5D, Capital Staship Gunnery 4D+1, Capital Starship Repair 4D, Capital Starship Shields 5D+2, Sensors 5D, Communications 5D+1.
Passengers: 312 (in emergencies, the flight pods could be converted to carry hundreds more)
Cargo Capacity: 35,000 metric tons.
Consumables: 5 years
Cost: N/A
Hyperdrive: 1/10 (Temporal Overdrive!)
Nav Computer: Yes (originally for Lightspeed and intrasystem travel, as well as logistics from the fleet and Viper squadrons, but later updated for the temporal overdrive and FTL flight)
Maneuverability: 2D
Space: 6 (Combat Speed when engaging enemies; Maximum Speed is Lightspeed)
Hull: 6D
Shields:
-Defensive Shields: +1D to Hull against Called Shots when activated (7D).
-Electronic Defense Shields: See WEAPONS below.
-Force Shields (Standard Star Wars Shields): 3D
-Radiation Shields: +2D to Force Shields against radiation damage, as well as laser weapons.
Sensors:
-Passive: 25/1D
-Scan: 45/2D
-Search: 100/3D
-Focus: 4/4D

EXTRA SHIPS:
-75 Viper superiority fighters (gave all of these to the Galactica, and may not have replaced them since).
-12 Landram armored ground vehicles/land-based troop transports.
-12 transport shuttlecraft.

INTERIOR:
-Core Command: Most frequently seen is Pegasus' command center, or bridge, which features a huge viewing window with a large shield that can be put in place, and a rotating command console

from where the commander can observe operations.
-Launch Bays: The Pegasus' Launch Bays load Viper Fighters in magnetic rail launch tubes and propel them at great speeds when combined with the Viper's Turbo Boost at +2 Space Speed (Space 12 for Vipers and Asp Vipers, 14 if using Fang Vipers).
-Life Science Center (Medical Facilities).
-Ceremonial Chamber.
-Bachelor Officer's Quarters: Crew quarters for Colonial Warriors based on Galactica.
-Officer's Club.
-Commander Cain's Quarters (Or Commander's Quarters, whoever that may be).
-The Temporal Overdrive: A gift from the Seraphs, aka the Beings of Light Apollo and the fleet met in the original series and whom helped them in many situations, such as their encounter with Count Iblis and the conflict between the Western and Eastern Alliances. Five yahren after the destruction of the Colonies, Adama begins to succumb to Katai syndrome, and wishes to speak to his son one last time before being placed in crygenic sleep. Apollo, having diappeared for some time, returns to deliver a message; the Seraphs will give the Galactica the Temporal Overdrive, because at lightspeed it will take the fleet many thousands of yahrens to reach Earth. With the Overdrive, they can reach it in yahrens, within their lifetimes. The Temporal overdrive is installed in the Galactica and allows it to make jumps across the vast distances bwteen stars and even galaxies, all the while carrying the fleet in tow with it. The downside is that after every jump, the Galactica must recharge the Overdrive before they can use it again.
-Hyper-Density Capacitors: (These were not mentioned in the War of Eden comic misniseries, but added for my personal campaign, 'Stargate-Alliance') Because the Galactica does not have power systems to use the Temporal Overdrive on a regular basis for the fleet, new capacitors were made to store the vast amounts of power needed for every jump, making the most efficient use of the Galactica's fusion and tylium power systems. The Glactica itself and perhaps a couple other ships, even another battlestar (Pegasus), can make use of the overdrive without much strenuous drain on the capacitors, allowing for several jumps (such as to a single location relatively close and back). When jumping the whole fleet together, it drains most of the power in the capacitors, usually all of it after planning a specific jump with what power they have. The jump to Earth in War of Eden is the "longest jump" they had ever made, and probably took all the power in the capacitors, and perhaps even pumping in whatever else they had in reserves or even directly from the Galactica's power systems themselves. The capacitors can be hooked up to other power sources and charged faster, provided an interface can be adapted.

WEAPONS:
2 Heavy Mega Pulsar Cannons (fire-linked)
Location: Forward section of the ship
Fire Arc: Front.
Crew: 1 (bridge crew gunner)
Skill: Capital Sharship Gunnery
Scale: Capital
Fire Control: 0D
Space Range: 6-30/50/100
Atmosphere Range: 600-3/5/10km
Damage: 14D
Ammo: Unlimited, but must recharge for 2D rounds.
Rate of Fire: Single beam with full damage; Or wide beam that covers full forward fire arc for half damage. At distance from high orbit, the wide beam could cover an entire planet's atmosphere, obliterating any projectiles or missiles launched from the surface.

32 Turbolaser Batteries

Location: Scattered across the hull as various double-barreled turrets.
Fire Arc: 8 front, 10 right, 10 left, 4 rear.
Crew: 2 each.
Skill: Capital Starship Gunnery
Scale: Capital
Fire Control: 2D
Space Range: 3-6/30/75
Atmosphere Range: 300-600/3/7.5km
Damage: 8D
Ammo: Unlimited.
Rate of Fire: Single fire-linked blasts.

12 Solonite Air-to-Air Missile Launchers
Location: 6 on each side of the ship's hull.
Fire Arc: "Turret" (engages in any direction once launched)
Crew: 1 (bridge crew)
Skill: Capital Starship Gunnery
Scale: Capital or Starfighter (depends on warheads used)
Fire Control: 1D
Space Range: 2-5/10/15
Atmosphere Range: 200-500/1/1.5km
Damage: 8D (Solonite Warheads, Starfighter Scale); 10D (Fusion Nuclear Missiles, Capital Scale)
Ammo: 12 Solonite wraheads per launcher (144 missiles total); 1 Fusion Nuclear Missile per launcher (12 missiles total).
Rate of Fire: 1 per attack; or volleys up to 12 per attack.

Electronic Defensive Shields
Location: An array system projecting all around the ship.
Fire Arc: All
Crew: 1 (bridge crew)
Skill: Sensors; works against all Capital ships within range.
Scale: Capital
Fire Control: N/A
Space range: 2-10/24/50
Atmosphere range: 200-1/2.4/5km
Damage: -3D from enemy Fire Control
Ammo: Unlimited
Rate of Fire: N/A

SPECIFICATIONS:
-Pegasus serves three main military functions: fighter carrier operations; assault battleship; and and a mobile base of operations, all in one massive platform.
-Following the destruction of the Twelve Colonies, Galactica is forced to dramatically increase the number of crew she carries. Galactica is originally equipped with two Viper squadrons, Red and Blue. She acquires two additional squadrons, Silver Spar Squadron and Bronze Spar Squadron from the battlestar Pegasus, following that ship's disappearance in "The Living Legend, Part II", boosting Galactica's fighter strength to one hundred-fifty Vipers (as mentioned in "Fire in Space").
With this, the Pegasus also was never shown to launch any Viper squadrons of its own when it arrived to aid the Galactica and the fleet at Earth. Since it never had its own fleet and was unknown to have aquired any new resources, save the enhanced Mega Pulsar Cannon, the

Pegasus may still lack Viper squadrons of its own. But with a well placed shot from the cannon and its other weapons to mop up, it may not need them!
-Pegasus has her own heavy offensive batteries, consisting of 32 known turbo-lasers and fusion missiles.
-The primary power aboard Colonial battlestars are provided by a combination of tylium energizers and advanced fusion reactors.
-Pegasus is able to travel at lightspeed, but rarely does so with her civilian Fleet in tow, as no other ships in the Fleet have lightspeed ability.
-Viewers learn from "Saga of a Star World" that the standard battlestar type vessel has a crew of 496 personnel with 200 Warriors. From "The Living Legend" we know that battlestars carry 75 Vipers, 12 Landram land based troop transports and 12 shuttlecraft.
-In the event of imminent damage, Pegasus can seal off her compartments to localize damage (Fire in Space). Make a Repair skill check of Easy Difficulty. This will cancel any continuous damage from that round thereafter (or slow it down, GM's descretion).
-Pegasus relies on scanners to locate and track objects around it. These scanners can be disabled by a significant hit to the bridge (Called shot to the bridge by a starfighter or other likely source, must do at least light damage for this effect), leaving Pegasus blind and forcing her to rely on her complement of Vipers to act as her "eyes" (Fire in Space).
-Pegasus has an automated firefighting capability, managed by the boroton mist control center (Repair skill check of Easy Difficulty to put out fires). In the event of its destruction all firefighting must be conducted manually. The fireleader coordinates the manual firefighting efforts (Fire in Space).
-Pegasus makes use of gyros in order to maintain her orientation. In the episode "Fire in Space", if Apollo and Starbuck fail to detonate the explosives in exactly the planned pattern the ship's gyros would go wild. These allow Pegasus' Maneuverability stat. They can be hit by a "called shot" by startfighters (or other likely sources), and will give the ship a "stunned" effect to the crew, along with whatever damage is incurred by the attack (but damage MUST be done, or this other effect does not happen). The crew must also make a Dexterity check of Difficult Difficulty or lose actions for 1D6 rounds.

WRITE-UP NOTES:

In the War of Eden misniseries, as well as those that followed it (The Enemy Within, Starbuck, Apollo's Journey and Journey's End), the Pegasus appears and aids the Galactica and her fleet against the Cylons. But not much was said or shown of her battle capabilities, save a massive paired energy cannon mounted under its forward section. This energy cannon is listed as an enhanced and fire-linked Mega Pulsar Cannon. With little knowledge on its weapons in the series, it has been given all other weapons compliments that the original Galactica had (not the new one). To further cement this, the Pegasus very highly resembles concept art work originally developed for the original Battlestar Galactica television series, again hinting that it would have similar weaponry from that series.

DESCRIPTION:

-In the 1995 Wildstorm Comic Book miniseries, Battlestar Galactica: War of Eden:

The Galactica and its fleet have traveled the stars for roughly twenty yahren. Over that time, there have been many changes. Adama was placed in cryogenic sleep due to katai syndrome; Apollo has assumed command of the Galactica; Ty has become president of the Quorum of Twelve; Athena has taken his place as Colonel and second in command of Galactica; Starbuck commands the mighty Viper squadrons, Boomer as his second in command and has a daughter; Boxey has grown up and become a warrior in his own right. Sheba and Apollo have been sealed and have had a child of their union, named Cain after his grandfather; and many other changes.

As many battles would take place between the fleet and the Cylons over the years, resources,

vehicles and weapons would be lost in the conflicts. As resources were replaced, it was decided to build completely new designs in Vipers and Shuttles, even refitting the Galactica itself with new technologies, such as the Temporal Overdrive, which allowed the Galactica and her fleet and crew to make jumps across the vast distances between stars and even galaxies, so that they may one day see Earth within their lifetime, as lightspeed would take thousands of yahrens to make the journey.

However, when they arrived at Earth, the Cylons would be right on their heels. And with their destination found, they now had nowhere left to run to when Baltar and the Cylons finally caught up with them. In the first Battle for Earth, Apollo and Adama were on the surface, inside a craft from the Thirteenth Tribe that contained Adam, heir to the leader of the tribe, and his wife, Eve. While they were making their discoveries, Baltar would come to the surface and alsy Adama, while his Cylon task force of three basestars would engage the fleet in orbit.

Meanwhile, in space, the Galactica was commanded by Colonel Athena. She gave the order for the fleet to take formation behind the Galactica, as it engaged the enemy, then for the fleet to land while Galactica fought on and bought them time. Unfortunately, the mighty battlestar was still no match for three Cylon basestars, but was still able to keep them busy long enough for the fleet to get out of range while landing.

When things looked their worst, another Temporal Overdrive window opened up in Earth's orbit. Galactica's Viper pilots relaid that they were seeing a ship emerged. It was another battlestar...the Pegasus! After having disappeared for twenty yahren, it had finally returned!

Commander Cain immediately introduced himself and took stock of the situation. With the Galactica in dire need, he gave the order to fire Pegasus' main cannons. In a single shot, they annihilated one of Baltar's basestar vessels. Taking position alongside the Galactica, they prepared for a more equal battle against Baltar and the Cylons. Cain gave his technicians the order to recharge the cannons, which they did so faster than one would ever think for a weapon of such size and power.

Before Baltar knew fully what was happening, the ship of the Thirteenth Tribe on Earth opened fire and, yet again, destroyed another baseship in a single shot. Being outmanned and outgunned, Baltar gave the order to activate the Warp Corridor device, and left the field of battle, vowing to one day return.

As time would pass (and having printed five seperate comic book miniseries), Cain would get to know the crew of the Galactica all over again. In the beginning of The Enemy Within, he would give his grandson a ride in a Fang Viper through Earth's solar system. he would also confront Starbuck about Cassiopeia, apparently having had feelings for her sometime before and her having died in the intervening years, Starbuck himself missing her and having never gotten over it.

In the final miniseries, Journey's End, Baltar would prove true to his word and return in force, with a complete Cylon Battle Phalanx. The conflict was fierce and quick, the outcome being little in question. The Pegasus was a prime target for the Cylons and was engaged with more than it could handle. It was destroyed over Earth's orbit, taking half of the fleet's fighting strength with it. The Colony the fleet had begun, as well as Adam and Eve's vessel, were also taken out by the Cylons. The Galactica itself was saved for last and almost met a similar fate, Commander Cain having been aboard during the entire conflict.

Just as the mighty ship was about to meet her fate at the hands of Baltar, a Seraph named Elias appeared and swept Galactica away through time and space on another journey. First to a future dominated by Terra's Eastern Alliance where they had defeated the Western Alliance, the Cylon Empire, and even enslaved the Colonials left behind by Galactica's fleet, and then to the past before the sneak attack at Cimtar and failing to save the Twelve Colonies from destruction, but managing to save his mother and brother Zac, Elias then swept Galactica and her crew through time once again, to arrive at a time just before they found Earth. This time, they would do things right and vowed not to fail...

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